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# Specification for Patent Application

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TITLE	Method and Apparatus for Controlling the Cost of Playing an Electronic Gaming Device
APPLICANT	IGT
COUNTRY	Australia
TYPE	Divisional
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The claims defining the invention are as follows:

1. A method of configuring electronic gaming machines interconnected by a computer network to a host computer comprising:  
implementing selected configuration parameters at each machine;  
permitting play to occur at the machines;  
operating a player-tracking system on the network;  
monitoring the level of play of a tracked player on multiple gaming machines;  
transmitting data relating to the monitored status over the network;  
storing the status data on a computer connected to the network;  
selecting a machine being played by the player;  
generating a computer message based at least in part on the stored status data;  
issuing the message from the host computer; and  
changing a configuration parameter of the selected machine responsive to the message.
2. The method of claim 1, wherein the changed configuration parameter comprises game speed.
3. The method of claim 1, wherein the changed configuration parameter comprises payback percentage.
4. The method of claim 1, wherein the changed configuration parameter comprises game appearance.
5. A method of configuring electronic gaming machines interconnected by a computer network to a host computer substantially as hereinbefore described with reference to the accompanying drawings.
6. A method of configuring electronic gaming machines interconnected by a computer network to a host computer according to any one of claims 1 to 4 and substantially as hereinbefore described with reference to the accompanying drawings.

Dated this Eighteenth day of August 2006.

IGT

Wray & Associates  
Perth, Western Australia  
Patent Attorneys for the Applicant